# Mysterious Stones

PC BOARD CONVERSION KIT
INSTALLATION INSTRUCTIONS



# WARNING

This equipment generates and uses radio frequency energy and if not installed and used properly, i.e., in strict accordance with the instructions manual, may cause harmful interference to radio communications. It has been tested and found to comply with the limits for a Class A computing device persuant to Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference when operated in a commercial environment.

Operation of this equipment in a residential area is likely to cause interference in which case the user at his own expense will be required to take whatever measures may be required to correct the interference.

# PCB CONVERSION KIT

# TABLE OF CONTENTS

|                                      | PAGE |
|--------------------------------------|------|
| CONVERSION SUMMARY                   | 1    |
| GENERAL COMMENTS                     | 2    |
| RFI FILTER AND ADAPTER HARNESS INST. | 3    |
| GROUNDING SCHEME                     | 4    |
| PCB PIN-OUTS                         | 5    |
| GENERIC HARNESS PIN-OUTS             | 6    |
| GAME INSTRUCTIONS                    | 7    |
| OPTION SWITCH SETTINGS               | 7    |
| SCHEMATIC SET                        | 8    |

CONTENDED COMMIT

#### CHOOSING THE MACHINE TO BE CONVERTED

One of the most important considerations determining the success of your conversion will be the condition of the machine you are converting. Obviously, if the picture is dull with the original game, it will be no better with the conversion installed. If you have a choice, select a machine that has an instruction manual and/or good primary wiring diagrams. Try to select a machine that has previously been certified as conforming to Part 15 of the FCC Rules. It is important that the primary wiring contain a good noise filter in order to avoid conducted radio frequency interference.

#### COSMETIC CONSIDERATIONS

Since it is extremely important that all visable graphics, original manufacturers name (other than serial number plate, which MUST remain affixed), logos and etc., are to be removed or covered by new graphics, a proper choice of cabinet in this phase of the conversion can save you much time.

#### MECHANICAL CONSIDERATIONS

Make sure the integrity of the cabinet is such that the converted game will not be the vandal's dream. Review the control panel to identify what changes will be required so that you will be properly prepared. It may be necessary to drill additional holes for pushbuttons, etc., before applying the control panel over lay.

#### ELECTRONIC CONSIDERATIONS

The DATA EAST <u>Mysterious</u> <u>Stones</u> game is designed to operate with a color RASTER SCAN monitor mounted in the <u>VERTICAL</u> direction (you home to screen is mounted in the horizontal direction). The <u>Mysterious</u> <u>Stones</u> PCB generates COMPOSITE SYNC.

Power Supply requirements are : +5 Vdc @ 7 amps, +12 Vdc @ 1 A (+12 Vdc is used for VCC in the sound circuit and can also be used for the coin counter and coin switch circuit), and -5Vdc @ 0.1A.

It is strongly recommended that the cabinet be wired to conform to all National and Local Electrical Code requirements before the conversion is attempted. The system must have adequate noise filtering on the AC input line in order to avoid conducted Radio Frequency Interference, which could be in violation of FCC rules.

#### LABELING CONSIDERATION

According to the FCC and various other agencies, National and local, every video game cabinet must be clearly and permanently labeled with the name and address of the Original Manufacturer, Date of manufacture (or serial number) voltage rating, rated current, suitability for indoor/outdoor use, and unit model number. All of this information should be contained on the original serial number tag, which MUSI remain affixed to the cabinet. In addition, FCC rules require that, after conversion, the unit must be labeled with a suitable warning stating that radio frequency interferrence may result from use of the device in a residential area. An acceptable warning label is provided with the instruction manual. IT IS THE RESPONSIBILITY OF THE INDIVIDUAL DOING THE CONVERSION TO ENSURE THAT ALL LABELING REQUIREMENTS ARE CONFORMED WITH! That individual should also affix his name and date of conversion in a prominent place on the back of the machine.

#### P C BOARD CONVERSION KIT

#### GENERAL COMMENTS:

#### Kit contents are:

- 1 Mysterious Stones PCB
- 2 Generic Harness
- 3 36 to 44 Pin Adapter Harness
- 4 DE-0209 RFI Filter PCB
- 5 EMI Cage
- 6 Generic Graphics Set
- 7 Mysterious Stones instruction card
- 8 Clear Plex (23.75 X 23.75 X .125)
- 9 This instruction manual

Please read the CONVERSION SUMMARY on previous page before attempting the conversion.

CAUTION: It is mandatory that the PCB be enclosed in the EMI Cage, and it is mandatory that the DE-0209 RFI Filter be used. Failure to do so may result in undesirable radio frequency interferrence.

HARNESSING: This kit is provided with a labeled, generic main harness. The 44 pin connector mates with the edge connector of the DE-0209 RFI Filter PCB. In addition, a short adapter harness is provided in order to adapt from the 44 pin connector on the DE-0209 to the 36 pin edge connector on the Mysterious Stones PCB. See page 3 for proper hook-up.

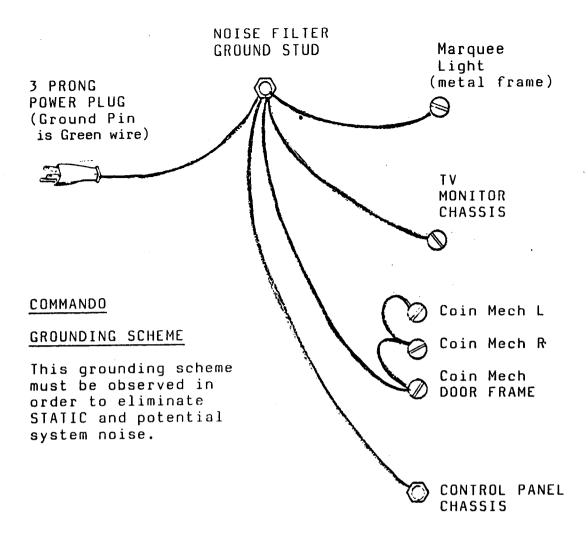
See page 6 for Generic harness pin-outs. See page 5 for PCB Pin-Outs.

Be sure to follow the grounding scheme shown on page 4 in order to avoid static and potential system noise.

FCC LABEL: When kit installation is completed, the FCC label attached to this page must be attached to the rear of the cabinet, preferably near the serial number label. Failure to do so is a violation of the FCC Rules, and may result in a Federal Citation!

PCB HOOKUP

MYSTERIOUS STONES

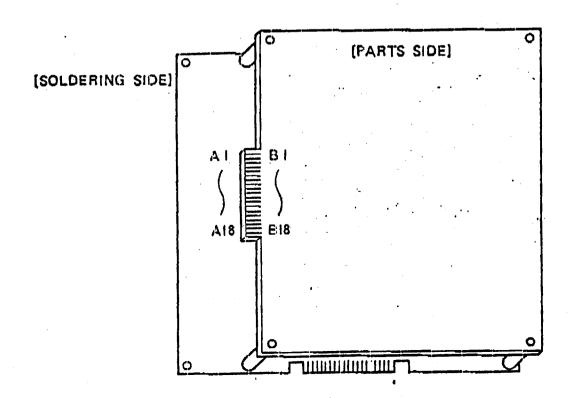


- 1. Ground wire of 3 prong power plug to be connected to Ground Stud on Noise Filter.
- 2. Marquee Light metal frame to be connected to ground stud on Noise Filter.
- IV Monitor Chassis to be connected to ground stud on Noise Filter.
- 4. Coin Mech L, Coin Mech R and Coin Mech Door Frame to be connected to ground stud on Noise Filter.
- 5. Control Panel Chasis to be connected to ground stud on Noise Filter.
- 6. All connections must have good mechanical & electrical bond.
- 7. All connections to be made with #18 or larger green wire.

# CONNECTING DIAGRAM

MYSTERIOUS STONES PCB

| SOLDER SIDE     | (       | PARTS SIDE |                |  |  |  |
|-----------------|---------|------------|----------------|--|--|--|
| SIGNAL NAME     | PIN No. |            | SIGNAL NAME    |  |  |  |
| -5V             | AI      | B 1        | +12V           |  |  |  |
| SPEAKER         | A 2     | B 2        | SPEAKER        |  |  |  |
| 1P SHOOT 1      | A 3     | В 3        | 1P UP          |  |  |  |
| 1P RIGHT        | A4      | B 4        | 1P LEFT        |  |  |  |
| 1P START        | A 5     | 85         | 2P START       |  |  |  |
| 2P SHOOT 1      | A 6     | B-6        | 2P UP          |  |  |  |
| 2P DOWN         | A 7     | B 7        |                |  |  |  |
| 2P LEFT         | A 8     | в 8        | 2P RIGHT       |  |  |  |
| COIN COUNTER 1  | A 9     | 13 9       | 1P DOWN        |  |  |  |
| COIN 2          | A10     | B10        | COIN 1         |  |  |  |
|                 | A11     | 811        | COIN COUNTER 2 |  |  |  |
| 1P SHOOT 2      | A12     | B12        | 2P SHOOT 2     |  |  |  |
| VIDEO GREEN     | A13     | 813        | VIDEO BLUE     |  |  |  |
| VIDEO RED       | A14     | E14        | VIDEO SYNC     |  |  |  |
|                 | A15     | E15        |                |  |  |  |
| GND             | A16     | ₿16        | GND            |  |  |  |
| GND             | A17     | B17        | GND            |  |  |  |
| <del>1</del> 5V | A18     | £18        | +5V            |  |  |  |
|                 |         |            |                |  |  |  |



# GENERIC HARNESS PIN-OUTS

a) CONNECTOR CR7E-44DA-3.96E (HIROSE) 3.96  $\pi m$ 

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22



b) CONNECTOR 1168-044-009 (KEL)  $3.96 \, mm$ 

| В  | B5 | B10 | B15 | B20 | B22 |
|----|----|-----|-----|-----|-----|
|    |    |     |     |     |     |
| A1 | A5 | A10 | A15 | A20 | A22 |

|     | C   | OMPONENT SIDE  | SOLDER SIDE |      |                |  |  |
|-----|-----|----------------|-------------|------|----------------|--|--|
| Pin | Nos | Cianol         | Pin Nos     |      | Signal         |  |  |
|     | KEL | Signal         |             | KEL  | Signai         |  |  |
| 1   | В1  | 1P DOWN        | A           | A 1  | 2P DOWN        |  |  |
| 2   | B 2 | 1P UP          | В           | A 2  | 2P UP          |  |  |
| 3   | В3  | 1P LEFT        | С           | A 3  | 2P LEFT        |  |  |
| 4   | В4  | 1P RIGHT       | D           | A 4  | 2P RIGHT       |  |  |
| 5   | B 5 | •              | E           | A 5  |                |  |  |
| 6   | В6  |                | F           | A 6  |                |  |  |
| 7   | В7  | •              | Н           | A 7  |                |  |  |
| 8   | В8  |                | J           | A 8- |                |  |  |
| 9   | B9  | 1P SHOOT 1     | K           | A 9  | 2P SHOOT 1     |  |  |
| 10  | B10 | 1P SHOOT 2     | L           | A10  | 2P SHOOT 2     |  |  |
| 1 1 | B11 | 1P GAME SELECT | M           | A11  | 2P GAME SELECT |  |  |
| 12  | B12 | COIN 1         | N           | A12  | COIN 2         |  |  |
| 13  | B13 | COIN COUNTER 1 | Р           | A13  | COIN COUNTER 2 |  |  |
| 14  | B14 | TV.B           | R           | A14  | TV.G           |  |  |
| 15  | B15 | SYNC.          | S           | A15  | TV.R           |  |  |
| 16  | B16 |                | T           | A16  |                |  |  |
| 17  | B17 | SPEAKER +      | U           | A17  | SPEAKER -      |  |  |
| 18  | B18 | +12V           | V           | A18  |                |  |  |
| 19  | B19 | + 3 V          | W           | A19  | + 5 V          |  |  |
| 20  | B20 | + 5 V          | X           | A20  | + 5 V          |  |  |
| 21  | B21 | TV.GND         | Y           | A21  | GND            |  |  |
| 22  | B22 | GND            | Z           | A22  | GND            |  |  |

#### INSTRUCTIONS

- Get the treasure from the "Treasure House" in the ancient ruins.
- Look for the treasures or secrets by kicking. (Right Button)
- Shoot the ghouls and goblins that get in the way (Left Button)
- The ghost is hiding in each room and has the key to the next room.
- When the ghost appears, shoot it and follow arrow of your choice to the next room.
- After getting the treasure, return to the starting point.
- Time limit: 24 hours.

## MYSTERIOUS STONES

#### OPTION SWITCH SETTINGS

|                        |          |     |     | _   |   |     |     |   |
|------------------------|----------|-----|-----|-----|---|-----|-----|---|
| DIP SWITCH #1          | 1        | 2   | 3   | 4   | 5 | 6   | 7   | 8 |
| 1 Coin 1 Credit        | OFF      | OFF | OFF | OFF |   |     |     |   |
| 1 coin 2 credit        | ON       | OFF | ON  | OFF |   |     |     |   |
| 1 coin 3 credit        | OFF      | ON  | OFF | ON  |   |     |     |   |
| 2 coin 1 credit        | ON       | ON  | ON  | ON  |   |     |     |   |
| INVERT SCREEN          |          |     |     |     |   | OFF |     |   |
| NORMAL SCREEN          |          |     |     |     |   | ON  |     |   |
| COCKTAIL TABLE         |          |     |     |     |   |     | OFF |   |
| UPRIGHT MACHINE        |          |     |     |     |   |     | ON  |   |
|                        |          |     | !   |     |   |     | ·   |   |
|                        |          |     | 1,  | į   |   |     |     |   |
| DIP SWITCH #2          | 1        | 2   | 3   | 4   | 5 | 6   | 7   | 8 |
| 3 lives                | OFF      |     |     |     |   |     |     |   |
| 5 lives                | ON       |     |     |     |   |     |     |   |
| Difficulty - easy      | <u> </u> | OFF |     |     |   |     |     |   |
| Difficulty - hard      |          | ON  |     |     |   |     |     |   |
| Attract mode sound on  |          |     | OFF |     |   |     | ·   |   |
| Attract mode sound off |          |     | ON  |     |   |     |     |   |
|                        |          |     |     |     |   |     |     |   |

